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Subject: Re: [BlackIntel] Wall lag fix!

Posted by [Viking](#) on Sat, 19 Aug 2006 08:44:56 GMT

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I think the sniper thing is just plain lag. I believe what he means when is, when a sniper is using the scope and walking they swith, or "jiggle", back and forth from there current position, and there old one every frame or so. I think they have to be crouched too?

Mabe add somthing to the EXE making C.P.O Servers (Core Patch Only). Not renguard I dont like renguard...

Servers you can play in if you have corepatch and they could release the fixes you are makin along with some other stuff to! Possible the ability to change falling speeds making parichutes possible?

You should do this like Rock Patch for RA2, or ETS (extended Tiberian Sun).

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